
Subject: crate question

Posted by [_SSnipe_](#) on Thu, 05 Jul 2007 04:52:07 GMT

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- 1)Is it possible to make a script so the money crate wont pop up for like 200 seconds at the start of everymap?
 - 2)the mutants run to fast and lag i decreased the speed and increased the mass but it still runs fast and lags back how can i fix it?
 - 3)how can i make it so crate vechs (like flame shots chem instead of flame) and when u buy crate u still have normal vechs but the crate ones have new things added
 - 4)how can i make a basic crate>? i understand u make the code but dont u have to add other stuff and in the ssgm.ini file add a crate thing as well?
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